



CITY OF  
**CHULA VISTA**  
ATHLETICS SECTION  
ARENA SOCCER  
**Fall 2006**

**I. REGISTRATION INFORMATION**

**A. TEAM FEE**

The team fee is for an 8-10 game regular season and a postseason. The team fee includes:

	<u>MEN</u>	<u>COED</u>	<u>WOMEN</u>	<u>INDIVIDUAL</u>
1. Awards	\$ 30.00	\$ 30.00	\$ 30.00	\$ 5.00
3. Game Balls & Supplies	\$ 10.00	\$ 10.00	\$ 10.00	\$ 2.00
4. General Fund	\$ 40.00	\$ 40.00	\$ 40.00	\$ 8.00
6. League Coordinator	\$ 40.00	\$ 40.00	\$ 40.00	\$ 8.00
7. Score Keeper	\$ 80.00	\$ 80.00	\$ 80.00	\$14.00
8. Referees	\$200.00	\$200.00	\$200.00	\$33.00
<b>RESIDENT TEAM TOTAL FEE</b>	<b>\$400.00</b>	<b>\$400.00</b>	<b>\$400.00</b>	<b>\$70.00</b>
9. Non-Resident Surcharge	\$ 60.00	\$ 60.00	\$ 60.00	\$10.00
<b>NON-RESIDENT TEAM TOTAL FEE</b>	<b>\$460.00</b>	<b>\$460.00</b>	<b>\$460.00</b>	<b>\$80.00</b>

**B. REGISTRATION PROCEDURE**

Registration starts: **Monday, August 17, 2006**. Registration will be taken from 2:00 to 6:00 pm Monday – Friday until league is full. The season will begin the week of October 2, 2006. Registration will be taken at Monteville Community Center, 840 Duncan Ranch Road.

**Resident Teams:** Teams with 70% of its players who are residents of the City of Chula Vista will be able to register as a resident team. **Sponsored teams** may also register as a resident team if the business is located in the City of Chula Vista. Verification of residency/business must be attached to the roster when registering. **Acceptable forms of verification shall be copies of:**

- a. Current drivers license
- b. Current utility bill
- c. Current utility bill
- d. Business license #

**Non-Resident Teams:** Teams who do not meet the resident team requirements will register as a non-resident team. These teams will have to pay the non-resident surcharge.

**Rosters:** The rosters will need to be turned in the first game of the season.

**C. PAYMENT OF FEES**

**The entire fee must be paid at the time of registration. No partial payments will be accepted. Additionally, the payment options are a) one check, b) all cash, or c) one check and the rest cash. We are not allowed to take more than one check. Also, no post-dated checks will be accepted.** If the bank for any reason returns the team's check, the team manager will be contacted and will have one day to correct the problem. A \$25 service charge will also be required.

#### D. LEAGUES AVAILABLE

Men's Competitive (Monday) and Recreational (Thursday); Coed Recreational (Saturday); and Women's Open (Tuesday) leagues will be available. Leagues may be combined due to registration numbers. All games will be played in the evenings starting at 6:00pm with the last game starting no later than 9:00pm.

#### E. WAITING LIST

When the maximum number of teams allowable has been registered or after the registration deadline, the remaining teams will be placed on a waiting list in order of first come first serve priority. Teams that are contacted will have two days to submit the entry fee.

#### F. REFUNDS

Refunds will only be given to teams if another team on the waiting list is willing to play on that night or, if the League is cancelled. **Refunds will not be given to teams who are not willing to play at a specific field or league.**

### II. GENERAL INFORMATION

#### A. ROSTERS

1. All players must sign the team roster before they play. Each roster may have a **maximum** of fifteen players throughout the season.
2. **Player additions** after the fifth game of the season or those that cause the team to exceed the fifteen-player limit must have written approval from the Athletics Section.
3. Players must be at least 18 years old. If 18 years old, the player must have graduated high school.
4. First and last names of players must be used on all score sheets.
5. Players changing teams during the season must have the approval of the Athletic Section.
6. Players must have a valid California Identification card, or a California Drivers License, or a copy of an identification card with an identifiable picture (**It is under the discretion of the League Coordinator to determine if the picture is identifiable**) in order to play in the League.

#### B. FORFEIT

A team that cannot field 3 field players and 1 goalkeeper at game time (coed must have at least 3 men and 1 woman) will have a mandatory ten-minute grace period to field proper roster. This grace period will be deducted from the game time. If a team does not comply after the grace period, a forfeit shall be declared.

A forfeit will be declared if a player is **not** able to show proof of eligibility as indicated above. A team using an ineligible player, in whatever sense of the word ineligibility may have, may be forced to forfeit the game or games in which the ineligible player played in. The Athletics Section will make this decision.

#### C. PROTEST

The following procedure must be followed in order to have a protest considered:

1. The manager of the protesting team must notify the following people **immediately**
  - a. Head Referee
  - b. Opposing manager
  - c. League Coordinator/scorekeeper
2. The full protest must be typed and submitted to the Parkway Gymnasium office within two days of the game in question. Protests must be accompanied by \$20.00, to be refunded only if the protest is judged valid.
3. Protests may be judged valid but not necessarily enforced.
4. Protest will not be considered if it concerns a decision based solely on the accuracy of the judgment on the part of referees.

#### D. PLAYER CODE OF CONDUCT

1. A player ejected from a game shall leave the area of the field immediately. If instructed by the referee, the player may be required to leave the bleacher area and the park (sight and sound). Failure to do so may cause the player's team to forfeit the game.
2. **A player ejected from a game will face a one game suspension which will be enforced the following game.** If the player's actions warrant it, they may be required to meet with the League Coordinator and the Recreation Supervisor. Depending on the severity of the action, the player may face suspension from the league, or worse. The League Coordinator has the final decision.
3. A player who is ejected from a game a second time shall be ineligible from further participation this season.
4. A team is responsible for its own fans. If a team cannot control an obnoxious or unruly fan they could forfeit the game. The referee will warn the teams first before forfeiting the game.
5. **Any player determined to have been drinking before or during the game will not be allowed to play.** Trash talk, taunting and foul language will not be tolerated. Any violation of this rule will result in ejection.

### III. CITY OF CHULA VISTA LEAGUE RULES AND REGULATIONS

**A. All games will follow United States Indoor Soccer Association (USISA) rules including the following, plus additional modifications listed below:**

**The Referee:** The decisions of the Referee regarding facts connected with play and interpretations of the Rules are final.

**Insurance:** Players are responsible for providing their own insurance.

**Placing:** Team placing is done at the discretion of the Athletics Section. Our goal is to have the most competitive league as possible.

**Game times:** Game times will be 6:00, 7:00, 8:00 and 9:00. Each game will consist of (2) 22-minute halves (Game times can change due to league size). The clock will run continuously with the exception of time outs and seriously injured players (at the discretion of the umpire). Half-time is two (2) minutes long.

**Overtime Period:** A 5-minute overtime period will only be used in a playoff game. If the game is still tied after the overtime period, teams will take place in a shootout.

**Shootout:** In the event of a shootout, the following will take place:

The referee designates the goal at which both teams shoot.

The higher seed will determine who shoots first.

All players, other than the player taking the shot and the defending goalkeeper, remain within their team bench areas.

Both teams have up to 3 shots, with players from each team kicking alternately.

If, at any time, a team obtains a 2-goal advantage, the tiebreaker ceases and the winner is declared.

If, after both teams have taken 3 shots, neither has an advantage, the tiebreaker continues, alternating one player at a time, until both teams have taken an equal number of shots and one team has scored when the other has not.

The player has 5 seconds to shoot after the referee's whistle.

**Start and Restart of Play:**

A kickoff from the center mark starts play at the beginning of each half and after every goal. A player who starts play may not again play the ball until it touches another player.

The home team takes the kickoff for the first half and the visiting team takes the kickoff for the second half. Restarts take place by a kickoff, free kick, goalkeeper throw-in, or dropped ball. Other than for kickoffs or as listed below, restarts occur within 3 feet from the spot of the ball at moment of stoppage.

A team receives a free kick after stoppages other than when a dropped ball or goalkeeper throw-in is required. Before the team takes the free kick, the ball must be stationary. All opposing players must be at least 15 feet from the spot of the free kick (or, if within 15 feet of the opponent's goal, along the goal line). The spot of the free kick is 3 feet of the ball's location from moment of stoppage, except:

*Within own penalty arch:* from any spot within

*Within opponent's penalty arch:* at the Top of the Arch

*Delayed Penalty:* according to the ensuing stoppage, as normally would be played

*Kick-in:* from the point on the touch line nearest where the ball crossed over the perimeter wall

*Three-line violation:* from the offending team's restart mark

If neither team has clear possession of the ball at a stoppage, the referee restarts play with a dropped ball. A dropped ball caused while the ball is inside a penalty arch takes place at the free kick mark.

Play restarts with a goalkeeper throw-in anywhere within the penalty arch after an attacking player has last touched the ball.

**Three-line violation:** A three-line violation occurs when a player kicks the ball in the air across the two end lines and the halfway line toward the opponent's goal without touching the perimeter wall, another player or a referee on the field of play.

**Scoring:** A team scores a goal when the entire ball legally crosses over the goal line. A goal may be scored directly from a kickoff or restart.

**Foul:** A foul occurs if a player:

- holds an opponent

- handles the ball (except by the goalkeeper within his/her penalty arch)

- plays in a dangerous manner

- slide tackles

- impedes the progress of an opponent (obstruction)

- prevents the goalkeeper from releasing the ball from his hands

and when a player commits the following in a manner that the referee considers careless, serious, reckless, or involving excessive force:

- kicks an opponent

- trips an opponent

- jumps at an opponent

- charges an opponent

- strikes or elbows an opponent

- pushes an opponent

**Unsporting behavior:** A free kick results for the following offenses:

- Leverage: using the body of a teammate or any part of the field to gain an advantage

- Encroachment: entering the protected area of an opposing player taking a free kick

- Dissent: referee abuse, etc.

- Other: behavior which, in the referee's discretion, does not warrant another category of penalty (e.g., taunting, foul language, etc.)

**Goalkeeper violations:** The opposing team receives a free kick for the following violations by a goalkeeper:

- Illegal handling: bringing the ball from outside of the penalty arch to his/her hand within it, or receiving the ball again after a goalkeeper distribution without the ball's having first touched another player (e.g., bouncing the ball)

- Pass back: handling the ball, having been passed deliberately and directly to him by a teammate, except that the goalkeeper may handle a ball which a teammate passes to him by the head, chest or knee.

- 5-seconds: controlling the ball with either his/her hand or foot inside of his/her penalty arch for over 5 seconds.

**Team violations:** The referee issues a team penalty for the violations by a team or unidentified person:

- Leaving the team bench: players leave a team bench to join a confrontation with the opposition or a game official
- Bench dissent: after an initial warning, one or more unidentifiable players verbally abuse the referee
- Other: unsporting behavior, which, in the referee's discretion, does not warrant another category of penalty.

**Advantage rule:** The referee allows play to continue, notwithstanding the commission of an offense, when the team against which it has been committed will benefit from an existing offensive advantage.

**Flagrant fouls:** A shootout is award for the following fouls committed by a defender in his or her defensive half of the field:

- A foul within the penalty arch or goal for which he receives a time penalty (as described below)
- A foul from behind against an attacking player, having control of the ball and one or no defensive players between him/herself and the goal
- Any foul where he/she is the last player on the team between the attacking player with the ball and the goal

**Blue Card offenses:** unless otherwise provided below, the referee issues a blue card for serious fouls and for:

- Deliberate handball or handball by a goalkeeper
- Goalkeeper endangerment
- Boarding
- Unsporting behavior by a player
- Team violations

**Yellow Card (cautionable) offenses:** The referee issues a yellow card for reckless fouls and offenses described directly above, and for the following:

- Second blue card
- Unsporting behavior by any non-player personnel
- Provoking altercation: making physical contact with an opponent (e.g., pushing or poking), short of fighting, or using the ball in so doing

**Red Card (ejectionable) offenses:** a person receives a red card for fouls and offenses described directly above, which the referee considers violent or use of excessive force, and for:

- Third time-penalty
- Elbowing: intentionally elbowing an opponent above the shoulder
- Vicious slide-tackling: a tackle from the side or from behind directly into one or both legs of an opponent, seriously endangering the player
- Fighting
- Leaving team bench or penalty area to engage in an altercation or confrontation with the opposition or game official
- Extreme unsporting behavior: committing particularly despicable behavior including:
  - Spitting at an opponent or any other person
  - Persistent use of extremely abusive language or behavior toward a game official
  - Contact with a game official in dissent

**Time penalties:** The following penalties apply to offenses for which a card is issued (subject to further action by the Athletics Supervisor):

- Blue Card: 2 minutes in the penalty area
- Yellow Card: 4 minutes in the penalty area
- Red Card: 5 minutes plus ejection

Players are designated by their teams to serve time penalties of their team, their goalkeeper, non-player personnel, and of teammates who receive red cards. Otherwise, the person who commits the carded offense

serves the penalty. Players serving time penalties serve their time penalties, seated, until their expiration and the referee permits their release.

**Short handed play:** For each time penalty being served by a player, their team plays with one fewer field players until its expiration, provided that a team may not have fewer than the minimum required, regardless of the number serving time penalties. Should a player receive a time penalty, while two or more teammates are already in the penalty area, his team continues to play with the minimum while he joins his teammates in the penalty area.

**Exceptions:** Under the following circumstances, time penalties either expire prior to their completed countdown, or have the beginning of their countdowns delayed:

*Powerplay goal:* If a team is scored upon having fewer players on the field of play, due to one or more players serving time penalties, a player from the team is released from the penalty area into the field of play, unless otherwise prohibited, and the player's penalty or penalties are wiped out. If the team has two players in the penalty area, only the player whose time penalty or penalties are recorded earlier is affected.

*Multiple penalties:* If two teammates are serving time penalties when another teammate is penalized, his time penalty does not begin to count down until at least one of the teammates' time penalties has expired and his time penalty is next to begin.

*Simultaneous ejections:* When two simultaneous red cards carrying the same time penalties are assessed to opposing players, their time penalties are not served.

*Maximum time penalty:* No player may receive more than 5 minutes for penalties arising at the same time on the game clock, irrespective of the number or nature of accumulated offenses or the fact that one or more teammates may be designated to serve such time.

*End of game:* All time penalties carry over between periods and expire at the end of the game.

**Delayed penalty:** In instances where the referee would issue a blue card or a yellow card, but for the advantage rule, he acknowledges the offense by holding the card above his head until the earlier to occur of the following:

Opponent's possession: the team of the offending player gains control of the ball

Stoppage: the referee stops the play for any reason

Once play is stopped, the offense is recorded and assessed. In the event of a powerplay goal, the time penalty is not served and the provisions above regarding early release from the penalty area remain applicable.

### **Shootouts and Penalty Kicks:**

**Shootouts:** For a shootout:

Any player may take the shootout

All players serving time penalties are seated in their appropriate penalty area. All players of the attacking team stand behind the halfway line and outside of the center circle. Players of the defending team stand behind the halfway line and inside of the center circle

The ball is placed at the restart mark nearer the attacking goal

The goalkeeper has at least one foot on his goal line and may not move off of it until after the referee whistles the shootout to begin

Once the referee whistles the shootout to begin, the ball is "in play" and the player taking the shootout plays the ball

**Penalty kick:** A penalty kick proceeds the same as a shootout except:

The ball is placed at the free-kick mark

The goalkeeper has at least one foot on his goal line until the ball is in play

The player taking the penalty kick may not touch the ball again until after touching another player.

**Time outs:** Each team will be allowed one (1) 30-second time out per half, including overtime. Any player on the field may call time outs if it is a restart situation in which their team controls the ball or if there is a guaranteed substitution.

**Balls:** City of Chula Vista will provide game balls – size 5

**Cleats:** Players must not wear metal cleats.

**Shin Guards:** All players must wear shin guards and they must be completely covered by socks.

**Line-ups:** Teams will play with 5 field players to a side and 1 goalkeeper. Coed plays with a minimum of 2 women field players. The player's first and last name must be on the line-up. The line-up is to be given to the scorekeeper before the game starts.

**Home Team:** The home team is the second team listed on the schedule game time.

**League play:** The leagues will be played as follows: All teams will play a round robin plus additional games chosen at the discretion of the Athletics Section. Your standings seat you in the tournament.

**Substitutions:** Substitutions may be made at any time on an unlimited basis, provided the player on the court touches the sideboard of the team's bench while the substitute is entering the game. Neither the departing player nor the player entering the game may participate in play while they are simultaneously on the field. **No jumping over the boards to substitute. This will result in a blue card (2 minute penalty).**

**Uniforms:** Each team must wear the same color shirt. In the case that two teams playing each other have the same color uniform, the home team must either change colors or make suitable arrangements with the visiting team. No jewelry is to be worn during the game. This includes watches, necklaces, bracelets, earrings, etc.

**Slide Tackles:** No sliding by any player. Sliding can be defined as any player playing the ball without the intent of staying on both feet when finished. **Intentional slides are punishable by a minimum of a blue card (2 minute penalty) and up to a red card.**

**Delay of Game Penalties:** A player may not kick the ball out of bounds intentionally (referee's judgment). The penalty will be two-minute penalty for the infracting player. A team that kicks the ball out of the arena (intentionally or unintentionally) will be required to retrieve the ball. Failure to do so will result in a two-minute penalty for the player who kicked the ball out of the arena.

**Free Kicks:** All free kicks are direct (including the kickoff). A team will have five (5) seconds to take a free kick. Fifteen (15) feet is required by the defending team. A defender will receive a two-minute penalty (no warning needed) if he/she blocks a free kick while obviously inside this 15-foot required distance (delay of game penalty).

**Tournament Play:** The top four teams in the league are eligible for the tournament (This can be adjusted depending on league size). League rules stand for post-season play. For a player to be eligible for the post-season tournament, they must play in half of the games during the season. This tournament will be played in one night and the top two winners of the tournament will receive the awards. There will be no awards for the best records during the season. Your season standings seat you in the tournament only.

**Tiebreakers in the standings** will be decided using this criteria and in this order: a) head to head record, b) totally goals head to head, c) least goals allowed, d) most goals scored, and e) play-off game.

**Tied-games:** If a game is tied after game time during the regular season, the game will end in a tie. Each team will receive a ½ win, ½ loss. There will be no extra time. In the event the game is tied in the postseason, a 3 minute sudden death period will be played to determine a winner. If the game is still tied after the sudden death period, additional 2-minute sudden death overtimes will be played until a winner is declared.

**Standings:** Standings will be with the scorekeeper each week.

<b>Drinking and playing:</b>	No player determined to be drinking before the game will be allowed to play.
<b>Smoking:</b>	Smoking is prohibited in the bench area.
<b>Glass containers:</b>	No glass beverage containers are allowed in City parks.
<b>Gum:</b>	No gum is allowed to be chewed while on the playing surface or in the player's bench area.
<b>Children:</b>	Children may not be left unattended in the City Parks. Also, children may not be in the bench area.
<b>Pets:</b>	Pets may not be left unattended in the City parks.

**Sportsmanship:** Trash talk, taunting, and foul language will not be tolerated. Disruptive behavior will be punished.  
**Ejection:** Any player ejected from a game is ineligible to play the following game.

## **B. ADDITIONAL COED RULES**

**Philosophy:** The coed division is a noncompetitive alternative for male and female recreational soccer players to play in a lower intensity environment. The rules of the coed division are specifically designed to provide extra protection to participants to ensure that the game remains safe.

**Dangerous Play:** Anything considered by the referee to be dangerous, flagrant, or out of control will be called.

**Hard Kick Rule:** If, in the opinion of the referee, a hard and dangerous kick above the knees is taken and the ball comes within playing distance of an opponent, a direct free kick will be given to the opposing team from the point where the kick originated. A penalty up to a red card may be assessed to the infracting player. The exception to this rule is that if a person stands in a wall on a free kick they are offered no protection.

**If you have any questions please call 409-5893. THANK YOU.**